

Pact Command Deck

Rules (Part 1 of 3)

When playing with the Pact Command Deck, you are Overlord Newburg, legendary commander of the Pact. While you will be able to acquire and play cards of any faction, your starting deck and gambits work particularly well with ☹️ and ⚡️ cards.

This Command Deck may be played one-on-one against any other Command Deck, or, you can use it to take on two players playing standard starting decks!

2 vs 1

When playing against two players, those players use standard starting decks (eight Scout and two Viper cards). They play as a Hydra team with a total of 75 🍀. Hydra teams share a turn, may share trade and combat, but have separate decks and ally triggers (see Star Realms Rulebook, Formats section).

Setup

At the start of the game, place your Overlord Newburg card, along with your Pact Dominion and Newburg's Game gambit cards, face up in front of you.

Note: Your Overlord Newburg card is for reference, and does not count as a ☹️ or ⚡️ card in play for triggering Ally Abilities.

Pact Command Deck

Rules (Part 2 of 3)

Setup (Cont.)

You have a hand size of six cards and start with 66 🍀. You may track your Authority with the included scorecards.



Shuffle the Super Carrier card into the Trade Deck before laying out the starting Trade Row. This would be a great card for you to buy, but watch out, your opponents are allowed to acquire it as well!

Shuffle the other 12 cards (Cluster Scout, Diplomatic Shuttle, Escort Viper, Frontier Tug, Ranger, Ripper, [4] Scout, Swarming and Viper) to create your Personal Deck. When playing first you get a three card starting hand, and when going second you get a six card starting hand.

Pact Command Deck

Rules (Part 3 of 3)

Alignment Faction Symbol

This faction symbol represents both ☹️ and ⚡️.

Super Carrier counts as a card of both factions, and will trigger the Ally Abilities of either. Its own Ally Ability can be triggered by either a ☹️ or ⚡️ card.

Pact Dominion

This gambit remains face up in front of you all game. It automatically gives you 3 🍀 the first time you gain 🍀 during your Main Phase each turn. It only works during your Main Phase, so if you gain Authority at any other time (like from an event during an opponent's turn) it won't work.

Newburg's Game

This gambit remains face up in front of you until you use it. You may do this by scrapping it at any time during your Main Phase. When you use it, you count as having an additional ☹️ and ⚡️ card in play that turn for triggering Ally Abilities.

Learn more about playing with Command Decks at:

StarRealms.com/CommandDecks